Structured Video Computing

Full text Publisher Site

Source **IEEE MultiMedia** archive
Volume 1 , Issue 3 (September 1994) table of contents
Pages: 34 - 43
Year of Publication: 1994
ISSN:1070-986X

Authors Yoshinobu Tonomura
Akihito Akutsu
Yukinobu Taniguchi
Gen Suzuki

Publisher IEEE Computer Society Press Los Alamitos, CA, USA

DOI Bookmark: 10.1109/MMUL.1994.318984

ABSTRACT

Video is becoming increasingly important for multimedia applications, but computers should let us do more than just watch.We propose a way for computers to structure video and several new interfaces that make it easier to browse and search.

REFERENCES

Note: OCR errors may be found in this Reference List extracted from the full text article. ACM has opted to expose the complete List rather than only correct and linked references.

1 1. H. P. Brondmo and G. Davenport, "Creating and Viewing the Elastic Charles---a Hypermedia Journal," in Hypertext, State of the Art, R. McAlesse and C. Greene, eds., Intellect, Ltd., Oxford, England, 1990.

2 2. Y. Tonomura and S. Abe, "Content-Oriented Visual Interface Using Video Icons For